16. The apparatus of claim **13**, wherein the first shading is determined in a vertex unit of the 3D model, and the second shading is determined in a pixel unit of an image frame in which the 3D model is expressed.

17. The apparatus of claim **13**, wherein the determiner is further configured to determine the vertex for the first shading, in response to a distance between the vertex and the virtual light source is less than a threshold value.

18. A three-dimensional (3D) rendering apparatus, comprising:

a determiner configured to determine whether to apply a first shading or a second shading to a current image frame;

a first shader configured to perform the first shading on the current image frame, in response to the first shading being determined;

a second shader configured to perform the second shading on the current image frame, in response to the second shading being determined; and

a rendered image generator configured to generate a rendered image for the current image frame based on any one or any combination of the first shading or the second shading.

19. The apparatus of claim **18**, wherein the determiner is further configured to determine the first shading type or the second shading based on at least one of vertex information of the 3D model or a speed at which rendering is performed on the 3D model.

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